

A system and method for mobile terminal users who play networked games to communicate with each other. Messages to be sent between players and methods of sending the messages are predefined either by a game player or at the system level. These messages can then be sent in an easy way by the game player from his mobile terminal to another player or potential player for any of various game-related purposes.

1. The first step is to identify the key components of the system. This involves understanding the hardware, software, and data involved.